

AI

and models of IA Inspired Nature

Naturaleza ha conducido desde

Artificial intelligence

espectacular simulaciones.

the
diseñándose desde entonces un computa
tested.

Artificial intelligence

bioinspirados
de inspiración scientists

propia Naturaleza la que se convierte en fuerza

aquel en el que es la

engineers: and
from

emprendieron otro camino
eficacia y utilidad

good ones

results

Artificial intelligence

in

a

that

"bioinspiration"

dependent

Artificial intelligence

somewhat

of

orientación y el uso que se haga

de la



Artificial intelligence

Algorithms

based

in

Intelligence Artificiales,
Redes Neuronales

Algoritmos basados en Colonias de Hormigas,

from

Swarms,

Artificial intelligence

delivers

typical

Artificial intelligence

electrical impulses along an axon fiber cleaving at thou

neuron collects signals from other neuro
human brain consists of mil

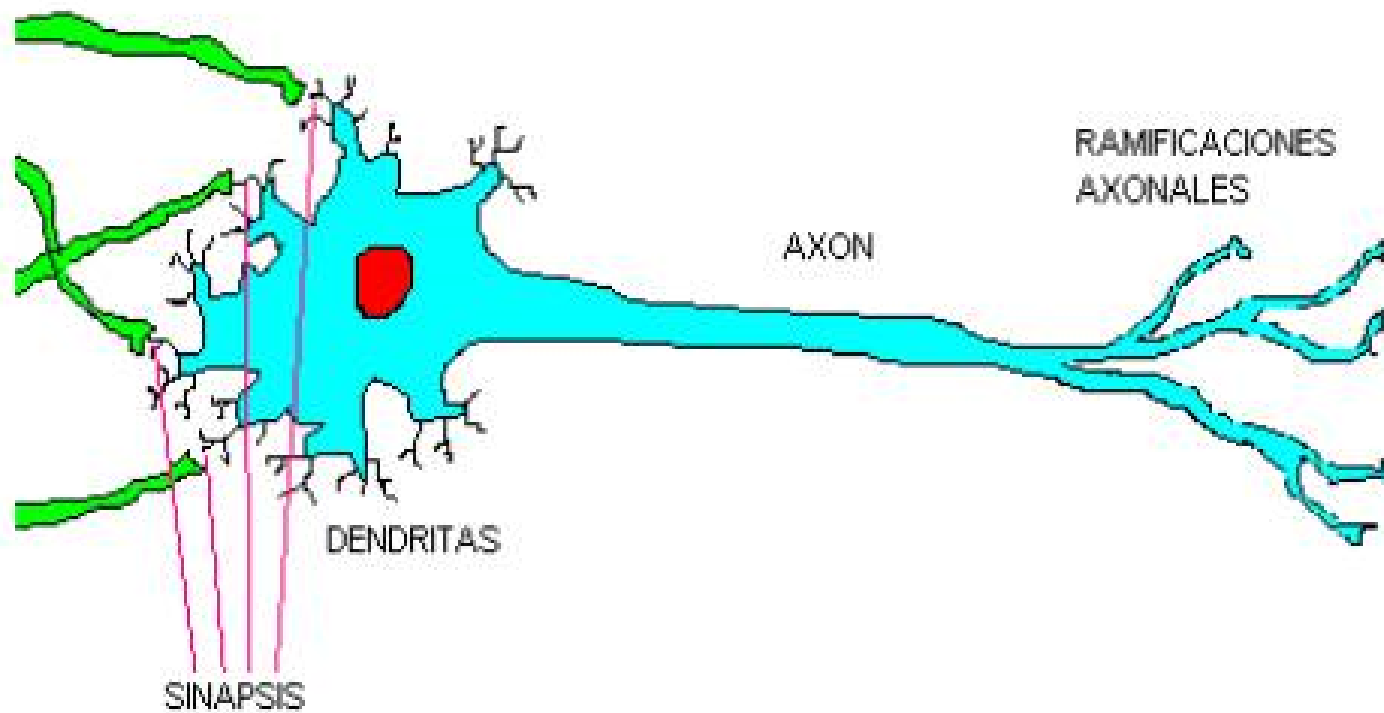
information

ramifications

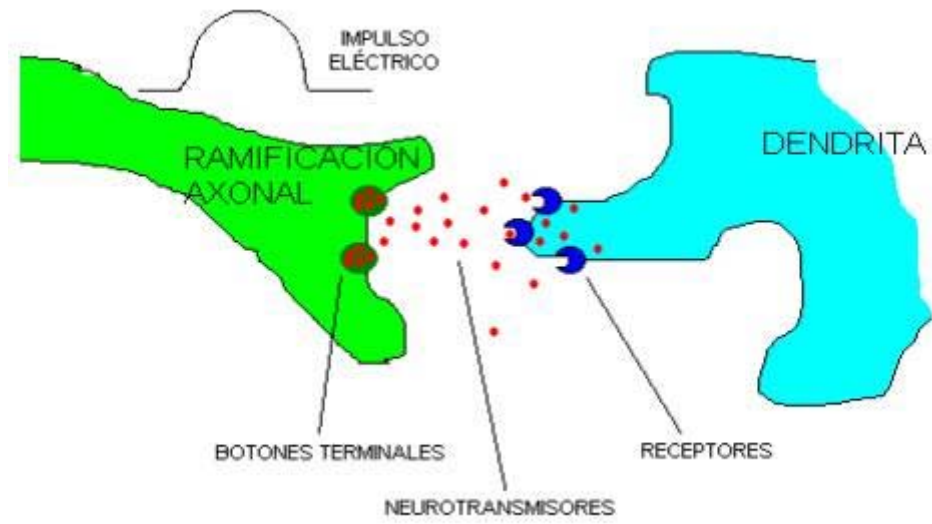
Artificial intelligence

is transmitted from a neuron to another and will be pr

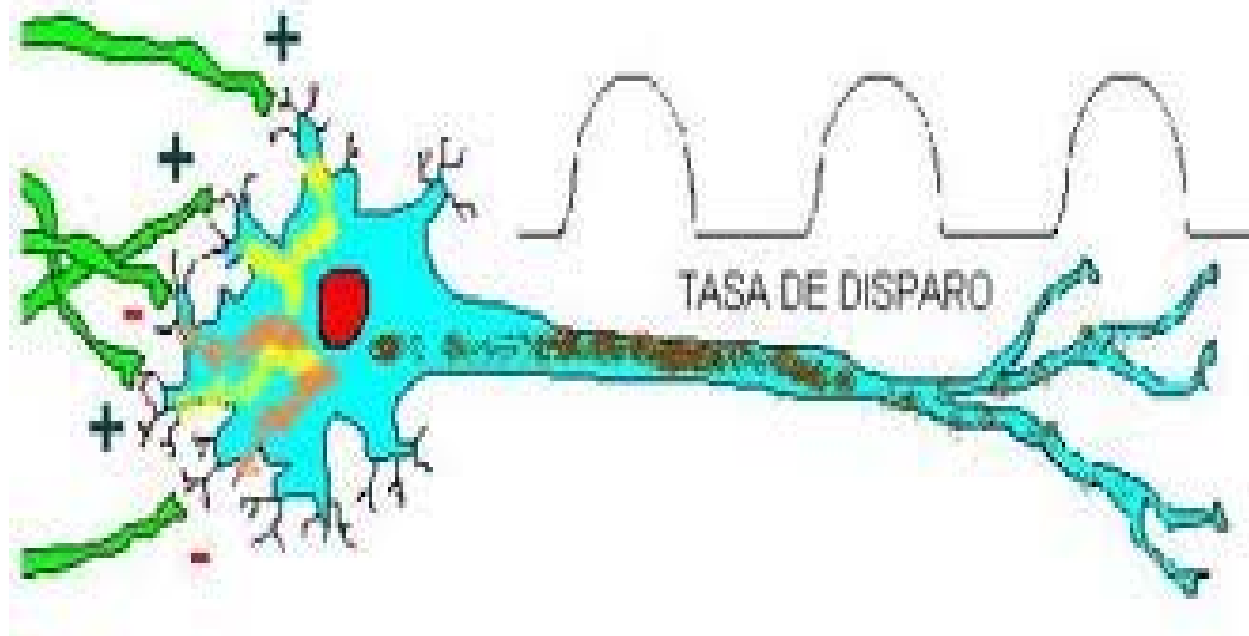
reach the dendrites of other neuron



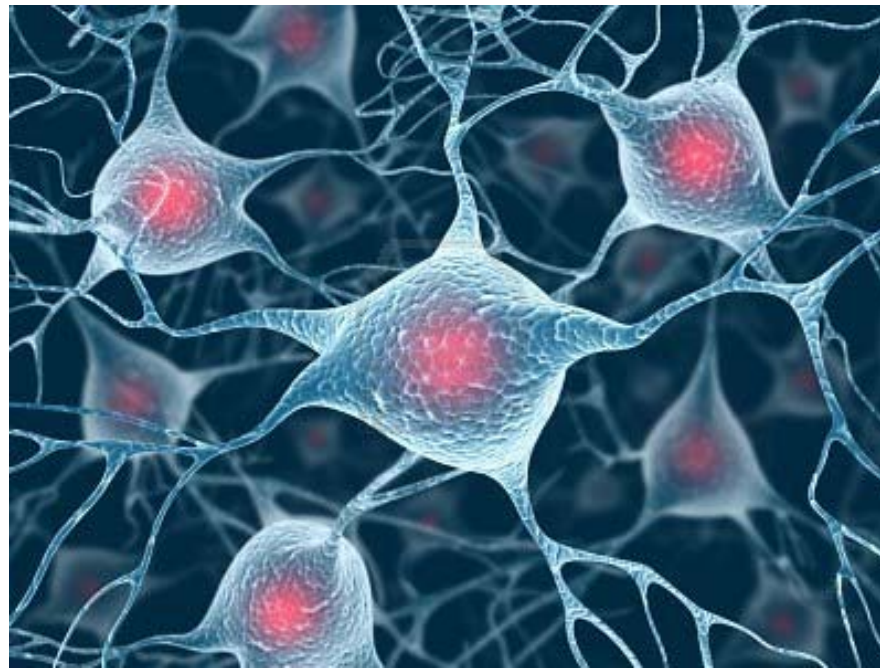
Artificial intelligence



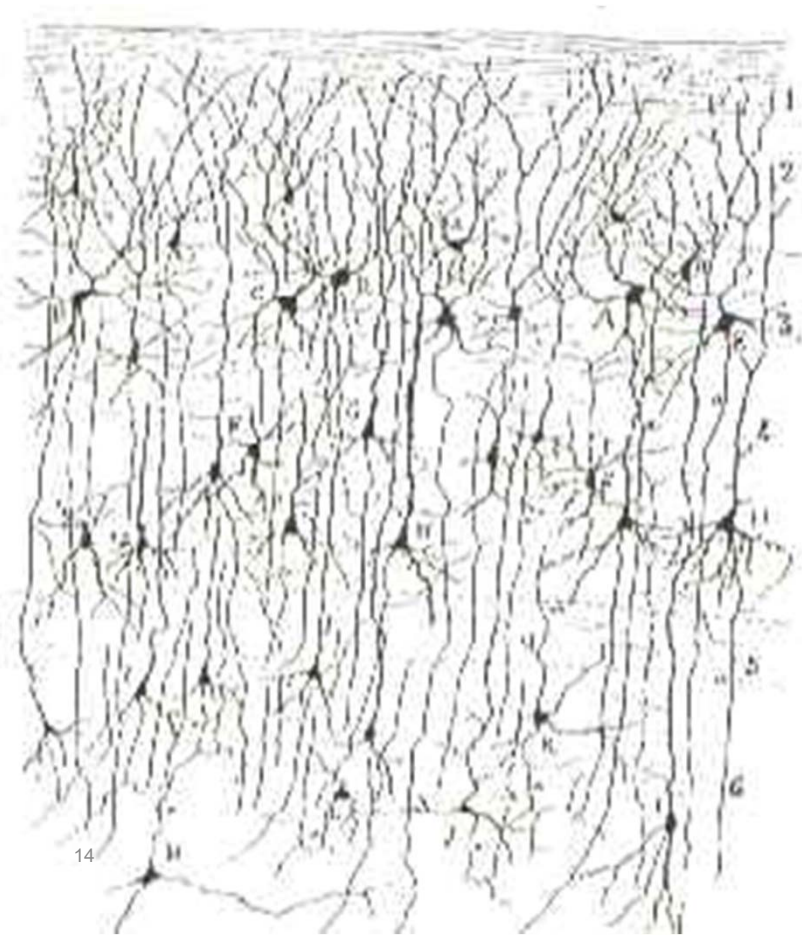
eleven



Artificial intelligence

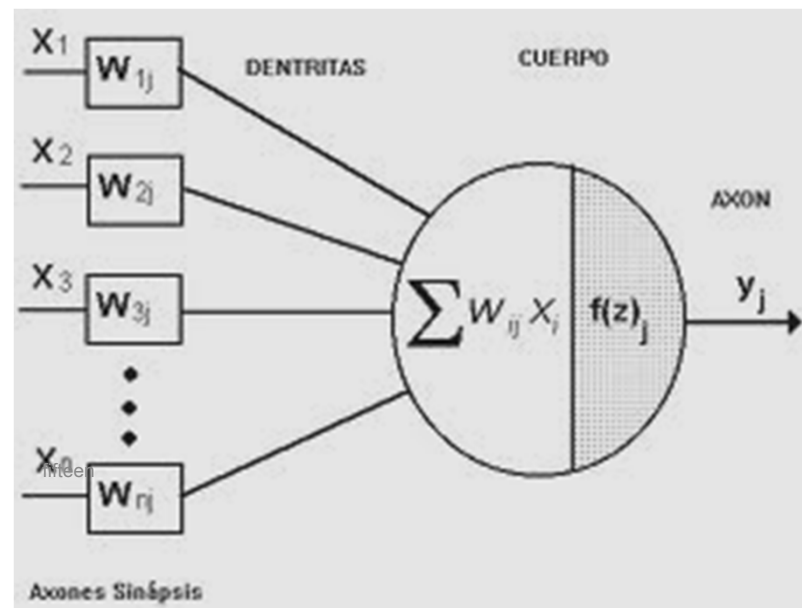


Artificial intelligence



models is located on the definition

Artificial intelligence



ideas:

be

from

located a
active; or

Hebb

set

concept

in
: the
(synapses).

the

connections the from
connections be

in

neurons
It represents

1949

neurons is strengthened if both are activated.

between

between

two

simultaneously
in

fundamental

two

neurons

Dartmouth IA. Here the first simul
publishes a

theory
of neural adaptation
and patterns inspired
by this theory,
Adaline (Adaptive
Linear Neuron) and
Madaline (Multiple Adaline). These models were used in numer

Perceptron, revealing serious limitations. This work created serious doubt

critique of

of the
from

a serious

learning perceptron
optical

1969)) made

Papert

identifier
results

delta, be

1962)

they extended
to use continuous signals input and output.
published

allowed

binary

to

the

(Kononen

trying

brain-state-in-Silicon (BSIS).

1984) continues the work of Anderson and develops competitive

from

be based

Ritz

in

how

&

physiological

model

Jomnes

from
illustrative solves the problems posed by Minsky and Paper.
East In this decade, the reviva
group
on
highlights
the which
mechanisms algorithm
and retrieval of memory.
storage backpropagation,

remarkable

(Hinton

1986) and BAM models (Kos

are

& from

Sejnowski
is

decade

They

design a network must establish: Structure of ar

will be

units

sigmoidal activation radial

basis functions



organized in layers

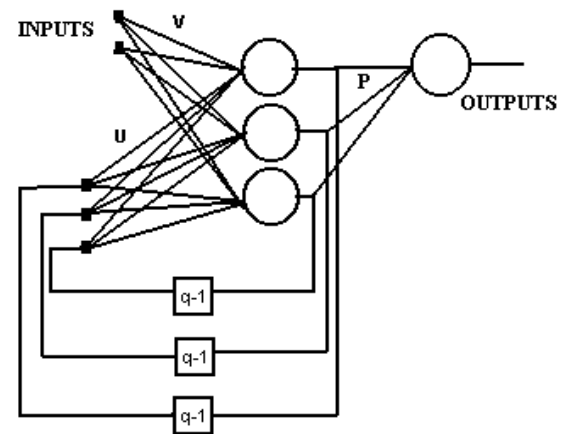
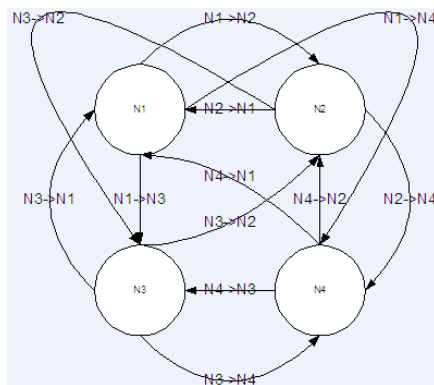


so that the output of a layer constitutes the input of the

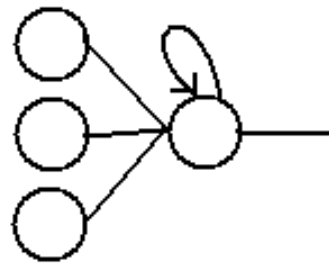
They have some type of feedback.

RNR ELMAN

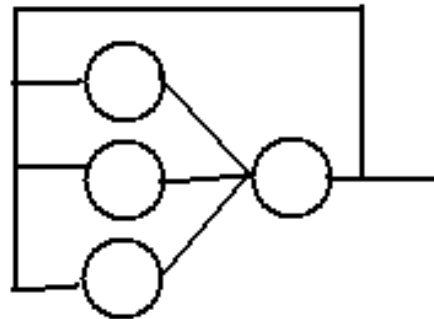
Hopfield, SOM, Elman RECURRING SECOND



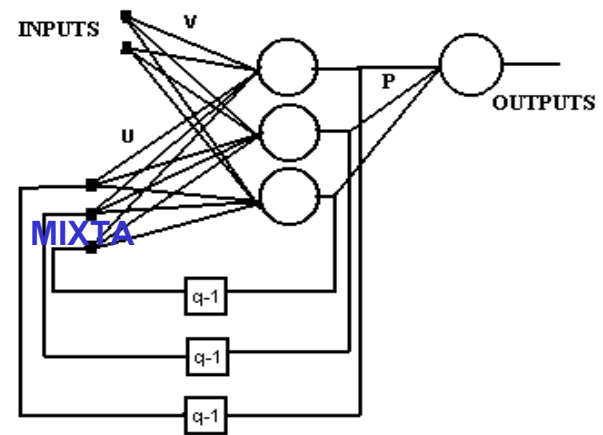
GLOBAL



Recurrence



Recurrence



Network

Artificial intelligence

*computing
performed*

manysimpleprocesssingelementsoperatin

Study

(1988,

at

elementsornodes

parallelwhosefunctionisdeterminedby:

AFCEA

Processor

Artificial intelligence

That

*massively parallel
and making it available for use.
you*

*propensity for strong neural networks. We don't
have to*

Natural

knowledge.

Artificial intelligence

used

*through a learning process.
by the network*

to

store

the

Artificial intelligence

They

(neurons)

are "

machines

»compuestasdegrancantidadde

Numerical

is determinadopor:

a

RNA

It

Artificial intelligence

twenty

Artificial intelligence

are many types of models for

twenty-one

Artificial intelligence

for the topology there are a

Neuronas Biológicas	Neuronas Artificiales
Neuronas	Unidades de proceso
Conexiones sinápticas	Conexiones ponderadas
Efectividad de las sinápsis	Peso de las conexiones
Efecto excitatorio o inhibitorio de una conexión	Signo del peso de una conexión
Efecto combinado de las sinápsis	Función de propagación o de red
Activación -> tasa de disparo	Función de activación -> Salida

información contenida en una tabla

Artificial intelligence

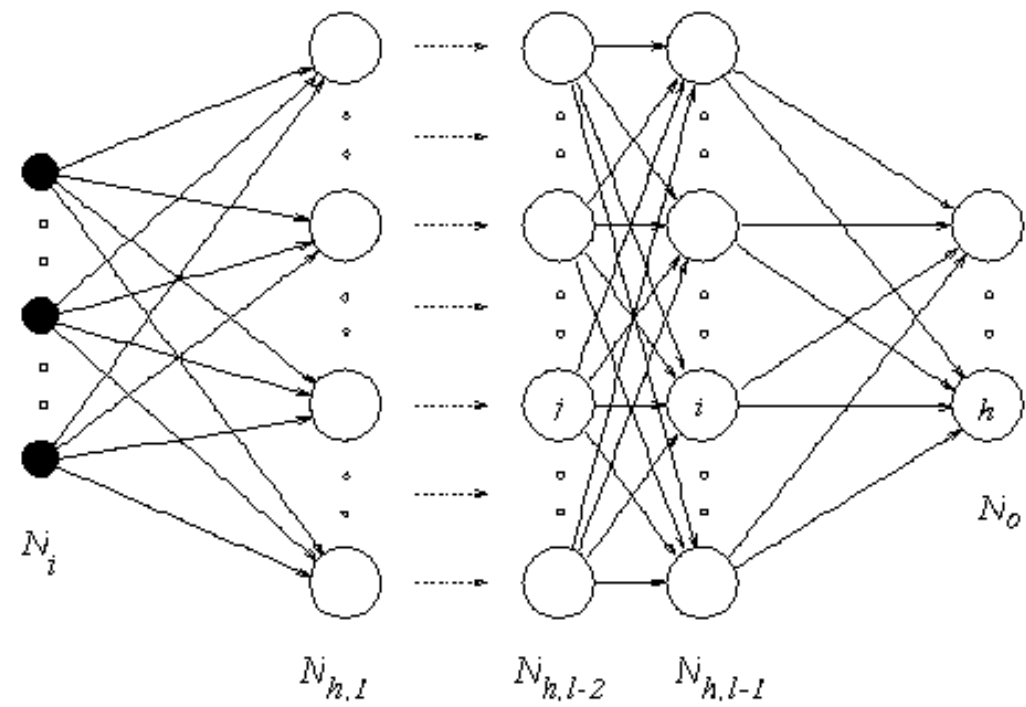
(X, Y) of pares de entrada salida.

RNA

Artificial intelligence

is

Multilayer



encapsulates a function

Artificial intelligence

$$y = F(x) \quad x \in \mathbb{R}^{N_i};$$

and $\in \mathbb{R}^{N_o}$.

Unperceptron puede

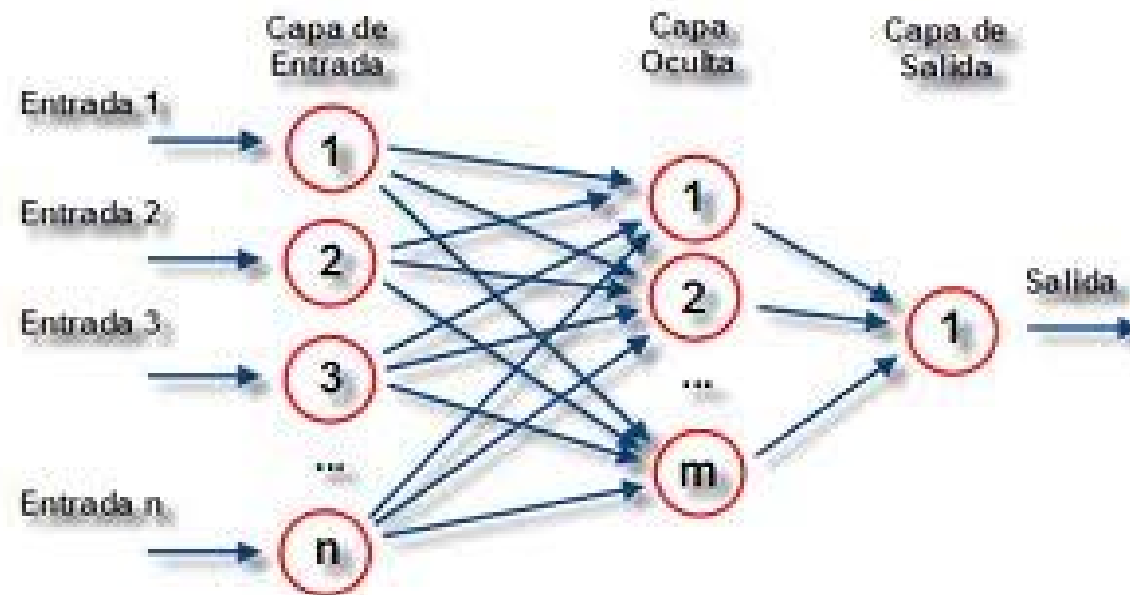
"learn", adjusting pesos de las conexiones, cua

can "learn",

ajustandolos pesos de las

connections,

cualquier relación de entrada-salida $y = F(x)$



Parecido al anterior

Artificial intelligence

biológico de los modelos perotoma como premisa la pl

approaches o

se intentan desarrollar modelos

las capacidades cognitivas de estos mod

Artificial intelligence

but

selección son los dos hechos que provocan el cambio

una serie de hechos observados / te

en la Naturaleza y la generación de nuevas especies.

Artificial intelligence

como un fluido,

y que los "fluid" de los dos padres se mezclaban

Artificial intelligence

was



Gregor Mendel in the mid-nineteen

Artificial intelligence

Flemming

relacionó ambas teorías,

demostrando que los

he described

genes de Mendel eran los que propo

chromosomes.

Watson y Crick descubrieron

Artificial intelligence

células de cada especie viviente

que la base molecular del gen está en el DNA ácido

número fijo y característico de cromosomas

de Michigan en Ann Arbor,

"discovers"

Artificial intelligence

la teoría

genética de la selección natural y concluye q

evolución era una forma de adaptación más

Dentro de este curso,

fue donde se crearon algoritmos gené

Artificial intelligence

generation

be

from

Artificial intelligence

reproduce

evolution, there

offspring (sometimes commutative

have

They

a

algorithms

Artificial intelligence

genetic

They are

methods:
busqueda y optimización que aplican
los mismos métodos de la evolución biológica
sistemáticos para la resolución de problemas

el objetivo de

Max

$F(x) \quad x \in X$

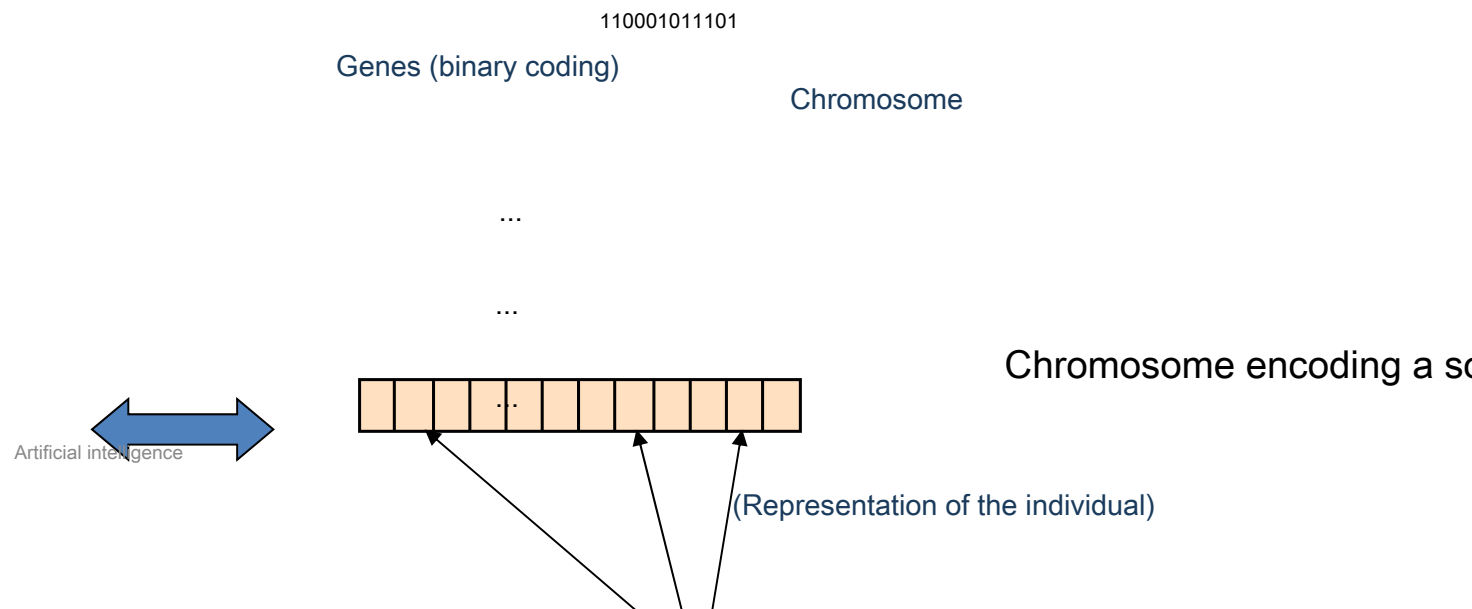
para una cierta función objetivo

Artificial intelligence



•• Feature / Variable / Attribute particular

Artificial intelligence





1 1 0 0 0 1 0 1 1 1 0 1 Fitness = 6

0 1 1 1 1 0 0 1 0 1 1 0 Fitness = 4

1 0 1 1 0 0 1 1 1 1 0 0 Fitness = 7

0 1 0 1 0 1 0 1 1 1 1 1 Fitness = 1

0 0 0 0 0 1 1 0 0 1 0 0 Fitness = 9

...

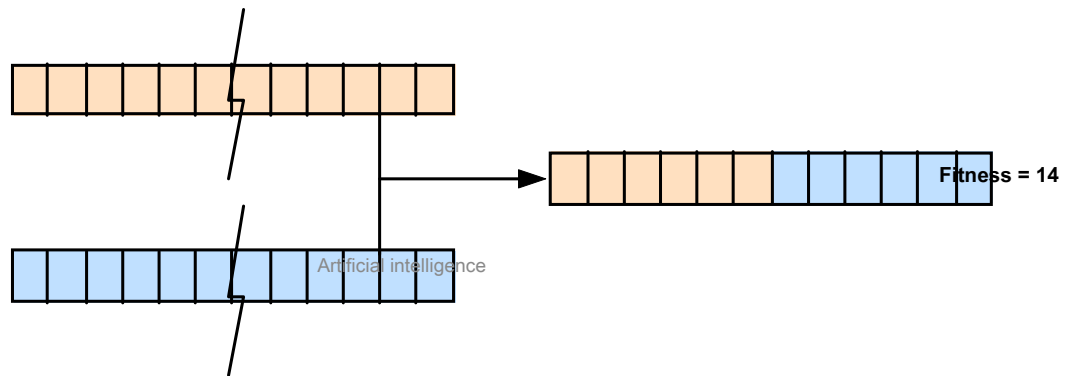
0 0 1 1 1 1 0 1 0 1 1 0 Fitness = 8

Crossing. Combination of s

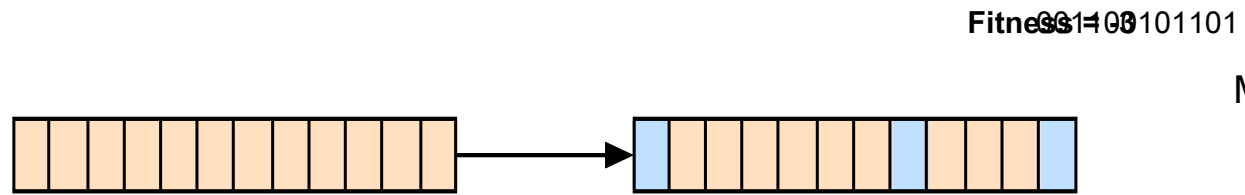
Fitness = 9

Fitness = 7

101100100100



hay una probabilidad dada a priori de que un



Mutación. Un o más genes de

individuo pueden mutar. A su vez, cuando un individuo muta, then

Artificial intelligence

Four. Five

and
evaluate initial population

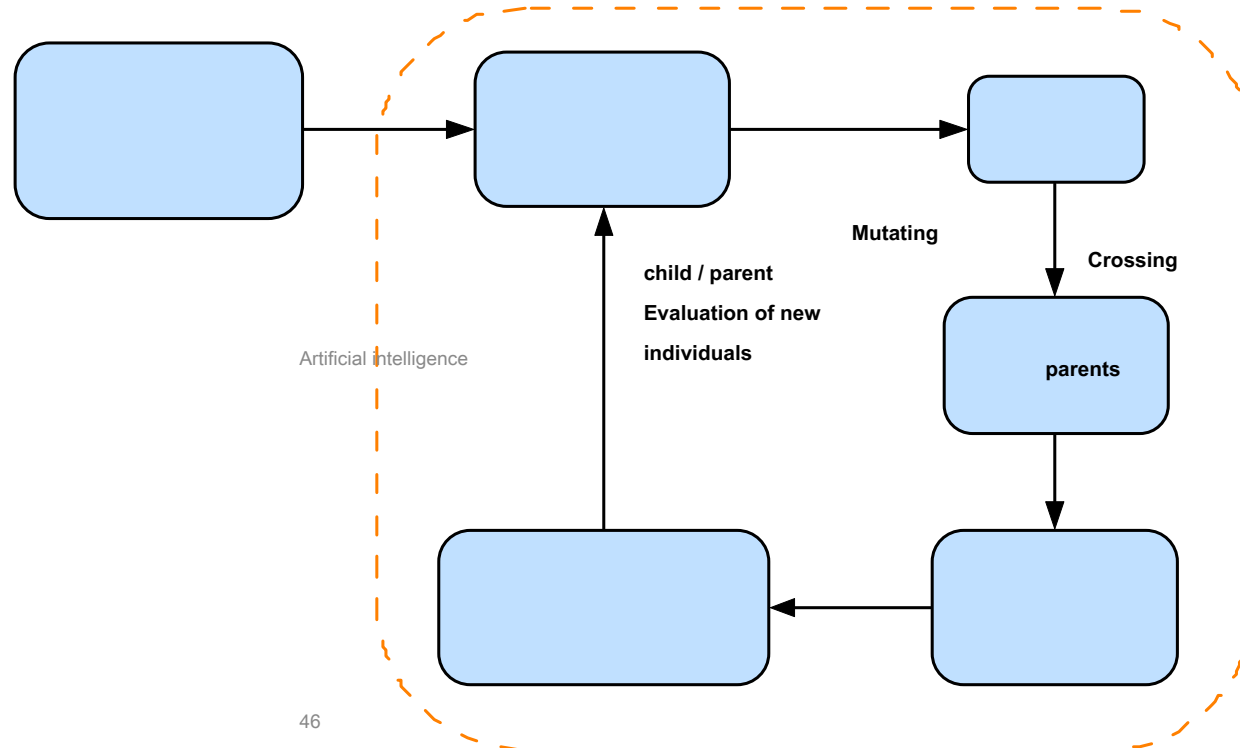
generational

Selection

of Genetic / generational process

individuals parents

replacement



pero es sencillote que el algoritmo sea más fácil de comprender.

example /

Artificial intelligence

(x),

restringiendo a la variable x a tomar valores

formade

example /

Artificial intelligence

"chromosomes" lasposiblesolu

puedecodificarcon5bits (chromosome).

6 individuos.

example /

tenemos codificada la solu

Artificial intelligence

degenerarla aleatoriamente.

debemos escoger un tamaño de

launches "chopped" in

example /

(bits) tenemos la población inicial.

Artificial intelligence

cromosomas de 5 genes

si sale cara anotamos un 0 y en caso contrario un 1

fifty

6

example /

Artificial intelligence

Este proceso se conoce como selección

(5)

Artificial intelligence

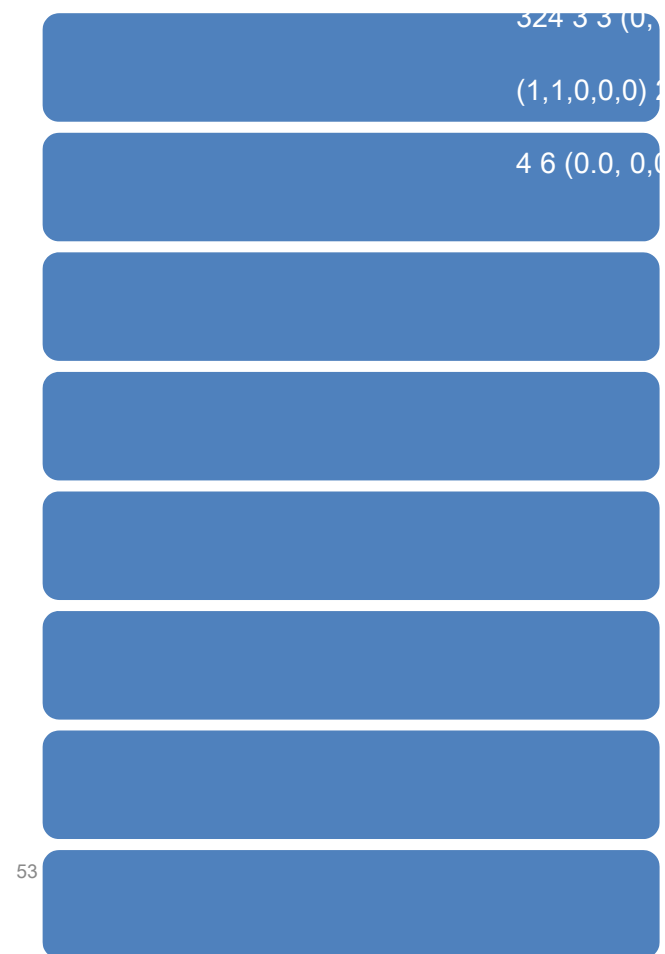
indicates

the

partner

aleatoriamente en este caso, a cada individuo.
assigned,

Artificial intelligence



example /

Artificial intelligence

is the average for this population is f me

the

l'ellosharecibido

example /

Artificial intelligence

poblaciónquetenemoseslamos

doscopias,

mientrasqueelsegundocaeenelolvido.

deformasimilaralaselección
example /

Artificial intelligence

random

is formanparejasentrelosindividuosale

quenoemásqueunnúmeroaleatorio entre1y4 (lalong

Artificial intelligence



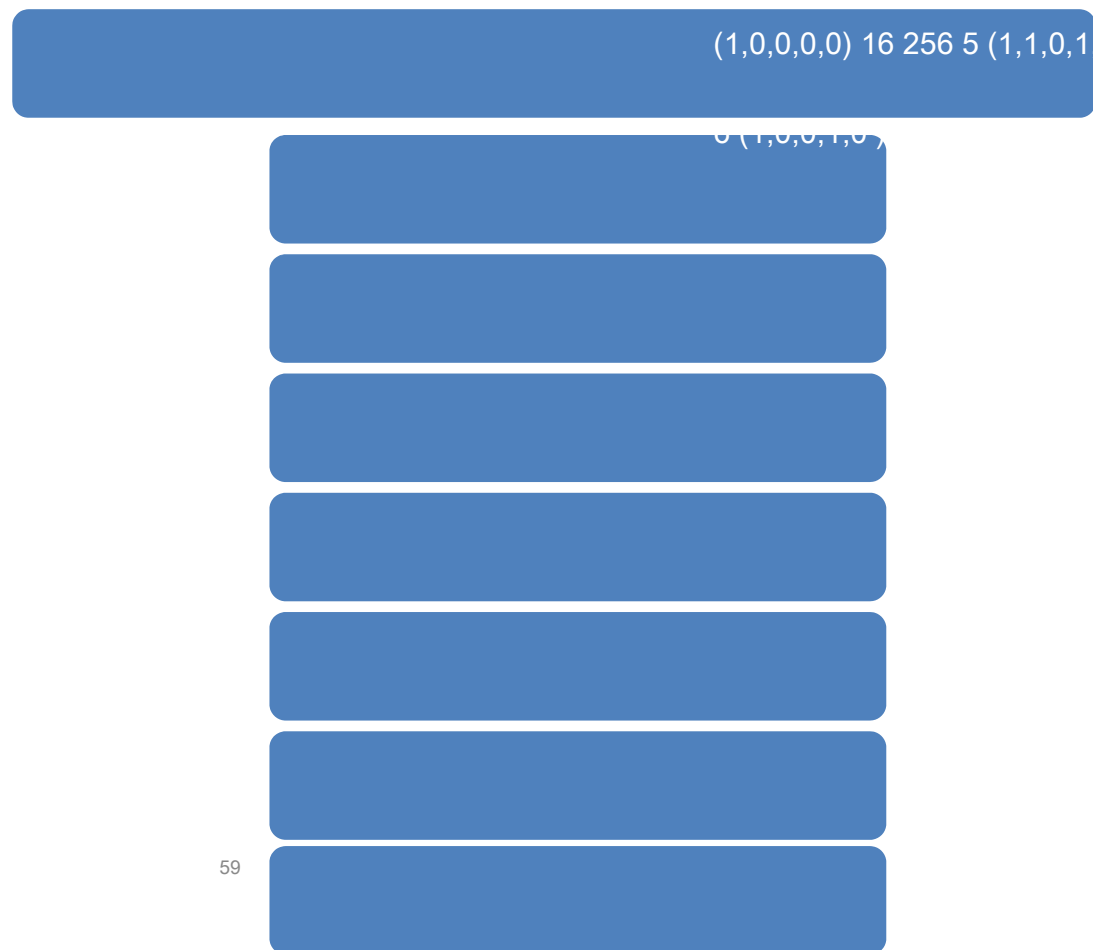
example /

Artificial intelligence

y los dos últimos del padre.

padre y los dos últimos de la madre,

Artificial intelligence



example /

Artificial intelligence

mejores que antes de estas transformaciones.

60

(para el individuo 2), mientras que a

selección y el cruce tomados como

example /

Artificial intelligence

inicial de la tabla 3.

veces como número de iteraciones de ese.

example /

provide to

Artificial intelligence

solution.

a

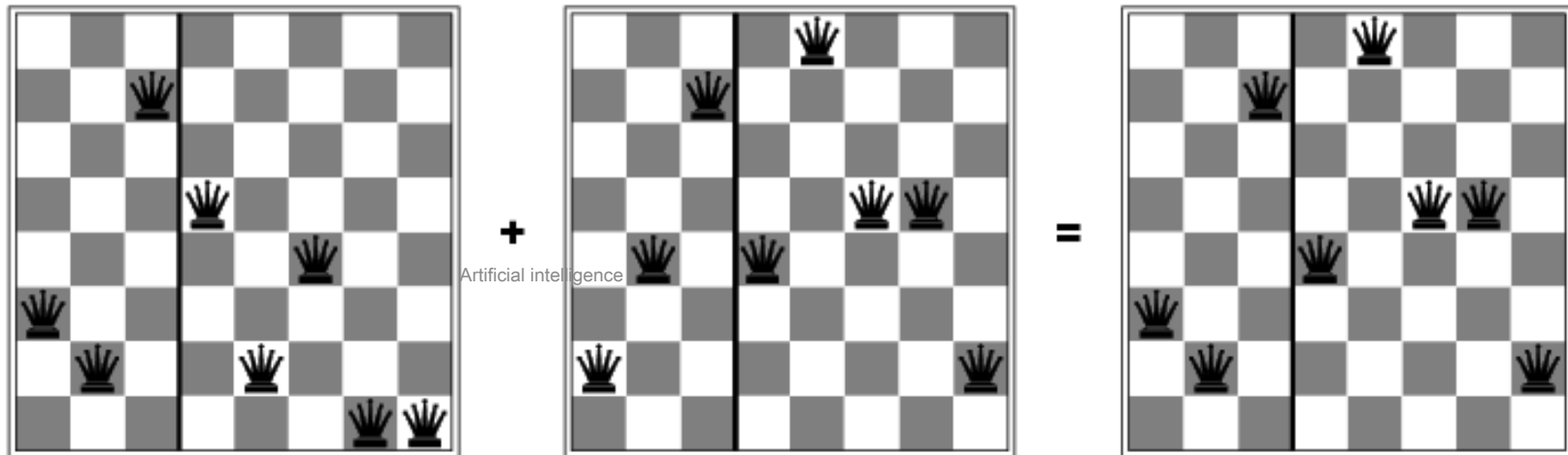
razonablemente buena

explored.

algorithm monoconfirmaquelosea. As
example /

aconsejable quedarse con la mejor

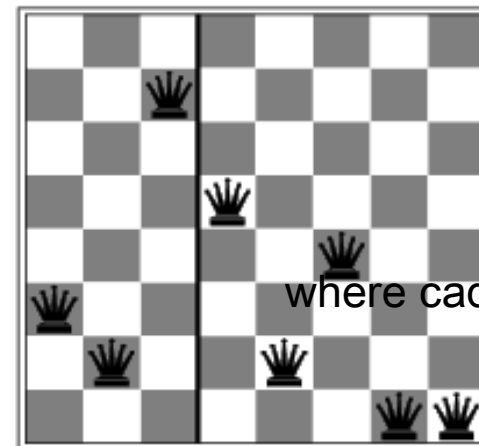
Artificial intelligence



vectorde8posiciones,

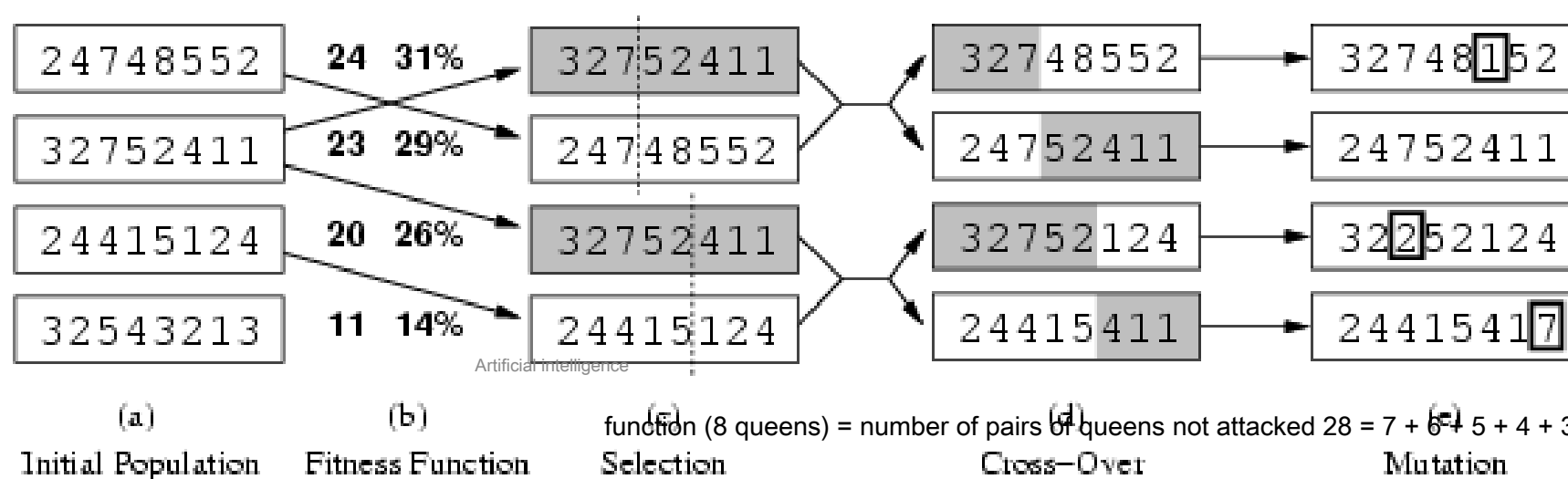
Artificial intelligence

numeradasde0a7



where cada posición representa una

Example



Artificial intelligence

are many behaviors of social

Artificial intelligence

of

self-organ

Artificial intelligence

dynamic

mechanisms by which a system has a

Artificial intelligence

changes when parameters are changed

Artificial intelligence

space-time structures in a homog

Artificial intelligence

Artificial intelligence

is

Artificial intelligence

fascinating

are one of the first models of

that animals almost blind, moving almost at random,

are based on the collective behavior of
based on the

moves,

an

leaves an odoriferous signal dep

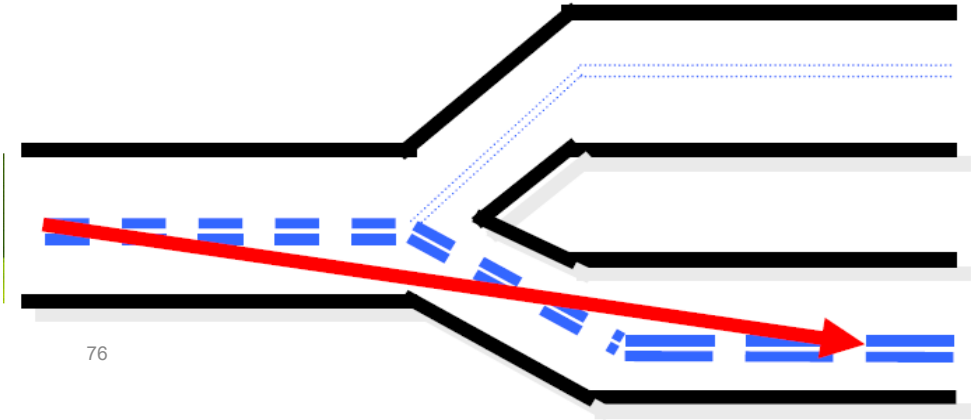
Artificial intelligence

isolated ant moves essentially random, but with the

based on the

choose the czar com greater probab

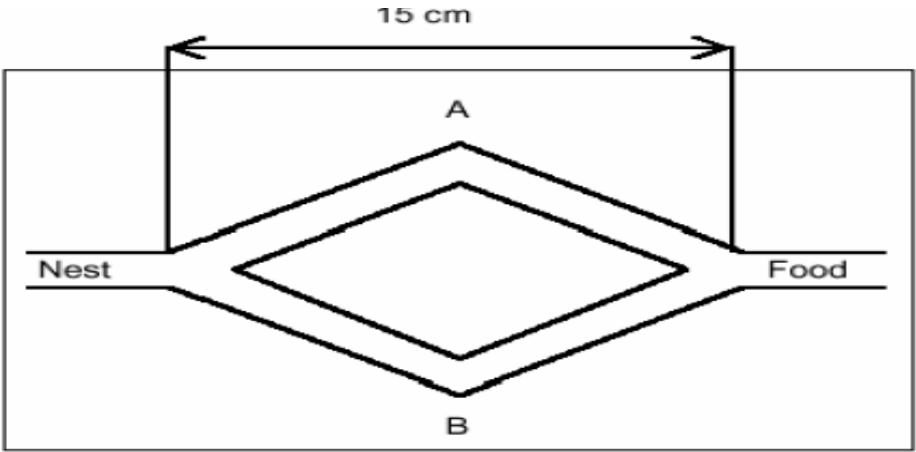
Artificial intelligence



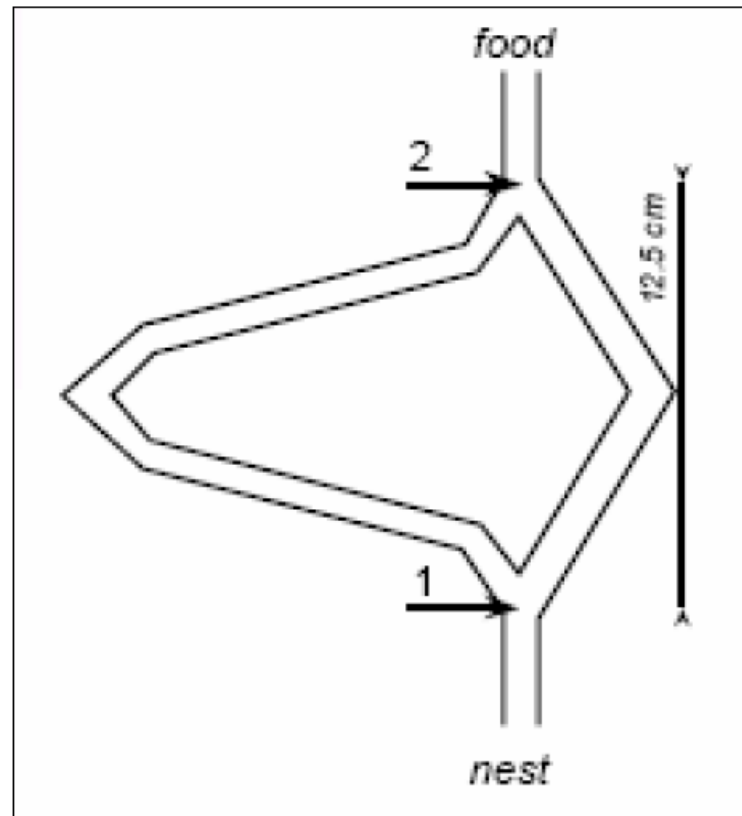
based on th

all the ants go through a branch or half one and half the

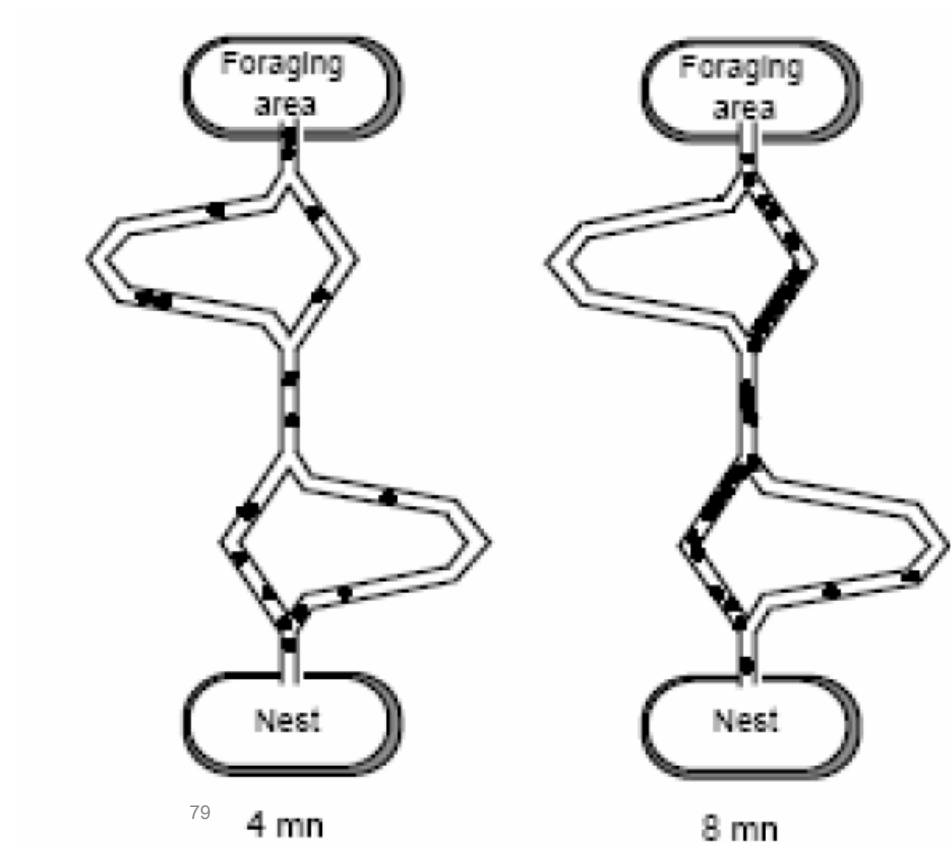
Artificial intelligence



based on th



based on th



based on th

election mechanism on a fork.,

Artificial intelligence

based on th

ants

Artificial intelligence

puedan formularse

be

como problemas de

encompass

caminos mínimos en un grafo.

INTELIGENCIA DE ENJAMBRES.

in

based on th

change

of

discretely. The rule governing the transition of states in the ent
local transition rule.

*Automata, (AC), it is a formal model com
cells, entities or agents,*

elapses a
instant

that time

assuming
to the

Next,

the ACs is its ability to provide

cells PLC. The neighborhood influences the status change.
in
cells
state
distributed in a n-dimensional regular
finite
only
a
all
in
particular instant of time.
set
equal for
to be
for
defined
may
to a set of rules common to all cells evolution.
formed



how

the

make

the

biological

the

cells

opposed

neighbors, so that an AC

a

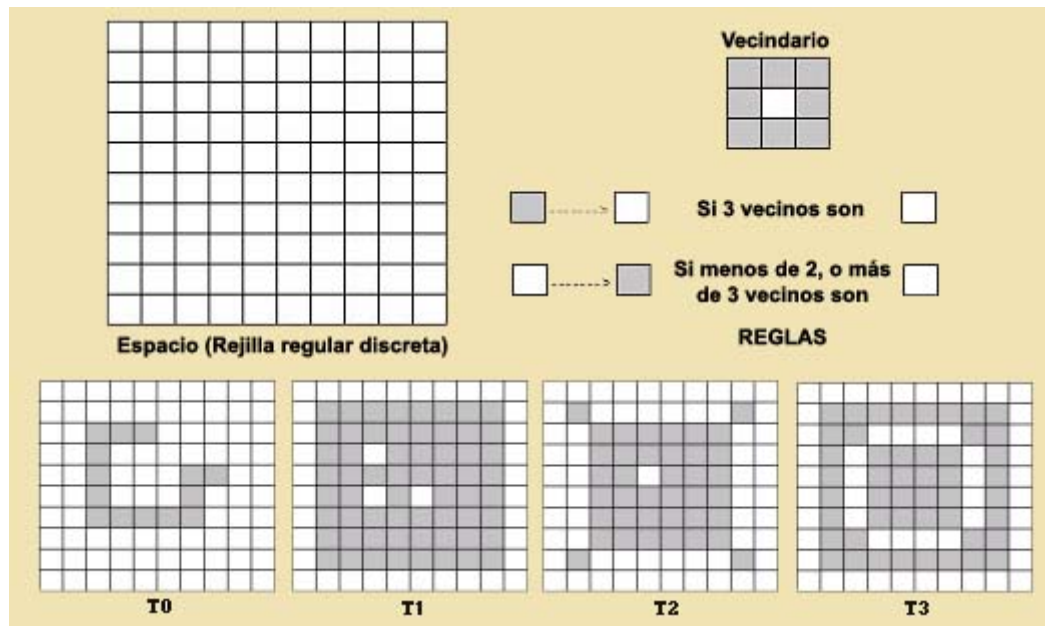
be number of cells is finite, the
edges. The cells have no neighbors edges beyond the limits of the reticle.

considered

of the segment becomes a circle and a flat reticle s

of Life (JV), devised by John Con
where

example of the automaton defining the "Game of Li
the cells may be in a state of live (1) or



Cellular automaton "Game of Life".

Show that $\mathcal{C} \leq \mathcal{C} \leq \mathcal{C}$

from
Turing
machines

curious.

toward

the JV

from

from some initial configu

Universal
calculations

more states or

equivalent

parallel

less

the

or

Cellular Automata

.

in

parallel.

Briefly,

exhaustive work of Stephen
Over the

Linear

quote

the